



DON MYERS

OHIO VALLEY AMIGA USERS' GROUP

TABLE OF CONTENTS: JUNE, 1993

PRESIDENT'S	1
EDITOR'S END	2
SECRETARY'S	3
MAY CLUB DISKS	5
OVAUG PARK	6
CENTER SPREAD	
- DENNEDY	7+8
DCTV DO DO - DYKE	9
RTG - EKSTEN	10
LIBRARIES - SAYLOR	13

NEXT MEETING: JUNE, 29th
Rm 502 RIEVESCHL HALL,
UC || BEGINNERS' at 6:30
> THIS MONTH <
A4000 TOASTER DEMO

THE PRESIDENTS PRATTLE

Ed Hoffmann

Lately, I have had to use Windows at work a lot. Not by choice, but some of these machines are being used as X-PC's (X-Windows terminals in a LAN), and we have a site-license for the Windows suite of office software. Here I have had to fight against bloated, feature-laden, software, conflicting file formats (even non-compatible formats within formats), painfully slow response times, and ugly interfaces. Yet, this paradigm of desktop computing is widely accepted by co-workers as the best there is (and these are primarily engineers we are talking about). I am not writing this to bash Windows (a popular sport among the computer-literate), but to point out the remarkable efficiency, usefulness, and versatility of AmigaDOS, and the Amiga in general. When I show people what I can do (and have done) with an Amiga, they are all impressed. Yet many of them still need that IBM-compatible label. I know of many co-workers looking to buy new machines (as long as they have all the snappiest, current buzzwords) because they are cheap and everyone is buying one. It is becoming the Nintendo of the nineties, for the moderately well-to-do.

But what do these people do with these machines? Why, play games, type letters, play with the screen saver, play games, battle config.sys files, and play games. The real distinction for Amiga owners, is that they are users - the Amiga is a tool for their expression. The percentage of Amiga owners that create with their machines is much higher than any other platform, as reflected in the most popular Amiga software. Nowhere else would you find the birth of VistaPro, the Toaster, desktop video, recreational virtual reality applications, and Babylon 5! The niche for the Amiga is well-defined and strong - and the current and near-term Commodore product line has never been stronger.

In spite of this, lately Commodore has not been doing well financially. However, Commodore has always been a roller coaster ride when it comes to fiscal health. They have responded with cost-cutting measures (layoffs, moving manufacturing to more cost-effective plants, etc), and are apparently reshaping their product line to further define their market turf. All in all, positive steps, but I believe they need more dramatic and bold actions - such as licensing Amiga technology, teaming with higher end companies (like SGI), and cutting prices even more. Even though the Amiga represents a bargain for the money, many novice computer buyers are fooled by computer ads in what has become a commodity market.

Speaking of the Toaster, we will have a Toaster4000 to demo at next month's general meeting. All aspects will be shown, including LightWave Pro, the improved character generator, and the new wipes and fades. In addition, the Beginners SIG will continue it's look at the basics of the Amiga. This month, please come with specific questions and bring your manuals or documentation if you want something explained in them.

Finally, I heard from Mary Berry at Commodore, and we may not be able to receive the loaner A4000 and A1200 from Commodore, as they have a big show around the time of ComputerFest. We can make up for this with our own machines, so this frees up some space for members to bring their gear to the show. If you want to go with us, just let me know.

E D I T O R ' S E N D

Let's all be ready to extend a great big OVAUG "HOWDY" to Chris Brown of Croydon, England. Chris is a friend of Drew Vogel's. He is visiting Drew and will attend the June meeting. An Amiga programmer, Chris is owner of Technologic International, a programming team.

VISTA ALERT »» Brick Eksten has donated numerous sets of landscape data for Vista/VistaPro to the club. They are available from Ed Hoffmann for \$5.00 per (a \$25.00 value). Sales will benefit the club and we thank Brick for this and many other generositys. BBS interlopers will know that Brick is the object of adoration and the center of veneration in a new religion he has founded. Something to do with belly but-tons.

(The Editor received this message on the club BBS. Are we interested???
Is the Pope Catholic?? Is Brick the Buddha?)

Msg Base: AREA 16 - NewsLetter Forum
Msg No: 28. Tue 6-15-93 12:41
From: Shane Kuntz
To: Jeff Johnson
Subject: virtuality

- › Virtuality is run on an Amiga 3000 motherboard with a daughterboard holding two specially made boards from Horizon Industries.
- › It uses a chinon cd rom for great cd sound effects and music.
- › It boots from a 200meg (approx.) Maxtor hard drive.
- › It uses a magnetic ring (the ring that envelopes you when you step in) and sensors in the backpack, helmet, and gun to get your xyz locations.

Both the stand ups and sit downs use the same amiga setup but the sensors differ and the programs you can run on each are different.

There are currently (at my last exposure to them) five different games on the stand up and three on the sit down. (including mechwarrior, tank simulator, and racing) The problem is time out is making a killing using the program they run now (teradactyl nightmare) and is not willing to pay the extra money to get the new software.

Oh, I know about all this because I was a tech at time out in Forest Fair. I am now the manager of the Time Out in TriCounty Mall. I could probably swing a close look at the virtuality units if anyone is interested...

Here are my numbers if anyone wants to check out my store (TriCounty) or Forest Fair...
» home 575-2149, 575-0993. » work (Time Out TriCounty) 671-5671.

Oh, I just remembered that Mad Dog Mcree, a gun game at Forest Fair, uses an A500 board and a laser disc as its set up. Those Amigas are just everywhere!

If you're ever in TriCounty Mall, stop by Time Out on the 2nd level by the food court. I always have time to talk Amiga!

later, Shane.

Minutes of the May 25, 1993 O.V.A.U.G. Meeting

The meeting was called to order at about 8:15 pm by Ed Hoffmann. The attendance was about 40 people.

New Members

The following members have joined OVAUG in May:

Robert Coulter and Steve Wolff.

Welcome to OVAUG!

OFFICER REPORTS

-VICE PRESIDENT (Drew Vogel) Drew reported that he has just completed a postcard he will be sending to people with expired memberships.

-SECRETARY (Troy Cooksey) As of this meeting we have 119 paid members. Membership dues are \$15 for a single membership and \$20 for a family membership. (If you need to pay dues or wish to join, see me at the meetings or call 661-0908 for more information). If you have something for sale or trade, then please give me a written description of the item along with your name and phone number, or you can send it to the club's post office box. Your ad will appear in three issues of the newsletter or, more or less issues, if you let me know that you need more time or that the item has sold. Also note that we have 12 for 10 Fred Fish disk copy cards available for \$15 for members and \$30 for non members.

-LIBRARIAN (Scott Bennett) The Fred Fish library is currently up to FF860, the CD ROM is up to FF800, the BBS has up to FF750 compressed, and there are five club disks this month. (Note: a variety of books and video tapes are now available for borrowing by club members in good standing. Scott has sign up sheets for those interested).

-TREASURER (George Gibeau) The treasury balance is currently \$353.60.

-TECHNICAL ADVISOR (Brick Eksten) Real 3D is now shipping and most of the reviews are pretty bad. The new Toaster 4000 is now available and is just incredible.

-NEWSLETTER (Jeff Johnson) Jeff thanked all of the contributors to last month's issue of the newsletter. Jeff requests that if you have anything; articles, tips, bios on interesting members, etc, then please send them in. Note it does not have to be a full blown article. Anyone published in the newsletter will receive one free Fred Fish copy. Submissions can be made to the club P.O. box, to the club BBS, or to Jeff at the meetings. Also if you would like to see an article on a particular topic then let Jeff know and he will try to find someone to write on it.

-BBS ADVISOR (George Gibeau) George reported that the BBS is still going however, we may be changing the software to Remote Access. This software should be more stable and will also allow us to subscribe to Fidonet. The club's BBS phone number is 241-8817.

SIG REPORTS

-BEGINNER'S SIG (Ed Hoffmann) Ed demoed the 2.0 operating system and covered some general information on hardware. Next month the SIG will cover more on Amiga DOS. Ed welcomes any suggestions for meeting topics. Meetings are held in Room 502 Rieveschl Hall at 6:30 pm prior to the monthly OVAUG meeting.

-C SIG (Mark Peters) Mark reported that they have one new member and that there are no official meetings. C SIG discussions are taking place on the OVAUG BBS and meetings are held at Mark's house, 3027 Eden Ave., when he decides to have them. Call Mark at 961-6925 for more information.

-GRAPHICS SIG (Bob Leibold) The Graphics SIG is currently putting

together Truman Toland's documentary on the Graphics SIG and OVAUG. The next meeting has not been announced, however, up coming dates will be posted on the OVAUG BBS. Contact Bob Leibold at 651-4171 for more details.

-AREXX SIG (Richard Hertzberg) There has been some activity on the BBS. AREXX discussions are taking place on the BBS. Also note there is an AREXX file section on the BBS where your files will not get erased.

-3D Graphics SIG (Brick Eksten) The SIG met for the first time in May with a strong attendance of 15 members. The group looked at some tapes of local companies doing 3D work and discussed what the SIG should focus on. The SIG will take place at Expert Services on the first Tuesday of every month. Call Brick at 371-9690 for more details.

OLD BUSINESS

-Anyone interested in participating in Computer Fest in August should contact Ed Hoffman (see phone number elsewhere). We are planning on having 3 tables and at least 5 stations on both days.

-Eugene Saylor reported he is investigating getting Amiga periodicals put into local libraries.

NEW BUSINESS & DISCUSSION

DEMONSTRATIONS

-Dan Dyke gave a demo of AMAX, a Macintosh emulation board. Dan is using the AMAX so he can run several Bible reference software packages that are not available for the Amiga. The version of the product that comes with a cartridge allows you to connect to a Mac drive. It also comes with a program which lets you save to Amiga drives. Dan reported that you can run Mac software somewhat faster than an SE model Mac. The whole package including Mac ROMs retails for about \$300.

-Brick Eksten demonstrated the Picasso Board. This is a Retargetable Graphics board which lets you display AGA and 24 bit quality graphics while freeing up your CPU for other tasks. The board boasts a 35 meg/s data transfer rate, 1000x800 non interlaced and 1260x1024 interlaced maximum screen modes. The board goes in any Zorro slot and comes with Personal Paint software. The product list for about \$599 and will ship in approximately 2 months. One final note, the Picasso Board will be distributed in North America by our very own Expert Services.

-Brick also demoed the Personal Animation Recorder board. This product allows real time video recording of 24 bit animations along with real time saving of video to the hard drive. The PAR board lists for about \$2000 and the hard drive for about \$1000. The board utilizes only the outer tracks on the drive for animation and the inner tracks can be used to save about 7000 - 10000 frame stores. The PAR board will be available in about 2 weeks.

\$\$\$ FOR SALE OR TRADE \$\$\$

QUESTIONS???...Then contact one of your OVAUG officers!

-President.....Ed Hoffmann.....521-3424
-Vice-president.....Drew Vogel.....581-7002
-Secretary.....Troy Cooksey.....661-0908
-Treasurer.....George Gibeau.....721-1214
-Newsletter Editor.....Jeff Johnson.....651-1199
-Technical Advisor.....Brick Eksten.....371-9690
-Club Librarian.....Scott Bennett.....371-2603
-BBS Officer.....George Gibeau.....721-1214
-BBS phone number (8N1).....241-8817

OVAUG CLUB DISKS FOR MAY

The club disks are compiled by Scott Bennett and are available to members for \$1.50 plus disk at Expert, at the meeting, or on the BBS.

May93_01

ar107.lha
ar108.lha
ar109.lha
blm_v1_0.lha
cachex_v1.lha
calcpay.lzh
cardbase.lha
catalog5.lzh
disktest21.lha
drive112.lzh
penguins.lha
5-min_news_ap193.lzh
addrfilesystem14.lha
adperfect.lha
adressen.lha
afaq-3776.lha
alertimer1.0.lha
amigabase130.lha

Amiga Report online magazine
Amiga Report online magazine
Online magazine
Big List Maker - file cataloger
Cacheing program for drives
Calculates loan payments
Sample data base
Disk cataloger
Floppy and harddrive disk tester
Gives a drive light for any device
WB backdrop
News from genie
Address book
Address book
Address book
AmigaGuide format of Amiga Frequently asked questions
Gives time of software error
PD data base program

May93_02

databasc2.lha
flags.lha
fmdtp.lha
Furnace.lha
LEMonWB100.lha
ARexxBBox111.lha
cnote33.lha
computers.lha

Sample database
EPS art for DTP
Font tools for dtp
JPEG picture
Screen hack with lemming on screen
Screen layout for arexx
Perpetual calendar
EPS art for DTP

May93_03

microbotics_tools.lha
modmaster_2.5.lha
mp102.lha
octamedplayer.v4.lzh
patchpointer_1.02.lha
pctask202.lzh
wbvsm12.lha
PrintGuide.lha
dfa12.lha
imagefx103enhancer.lha

Tools from microbotics, HDprep, Memtest
Mod music player
MPEG player
Mod music player
Enhances the pointer for WB3.0 and AGA
Demo of pc emulator with VGA support for AGA machines
WorkBench virtual screen manager
Prints amigaguide files without codes
Address book
Enhancements for ImageFX

May93_04

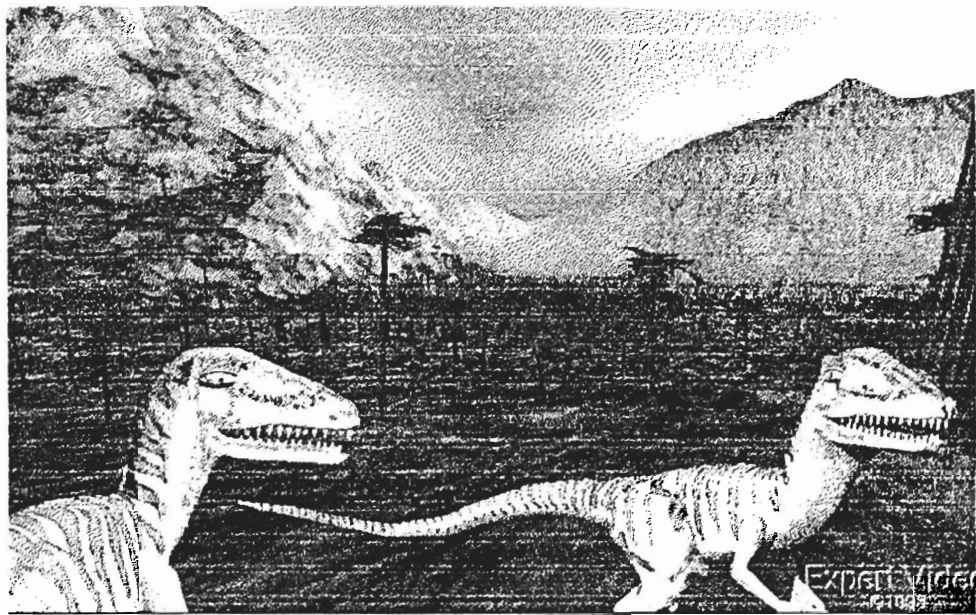
uiprofdemo.lha
PORTALX150.LHA
stest21.lha
promtr102.lha
wbverlauf1.5.lha
viewport_may93.lha
wbundo26.lha
tile4.lha
qmouse270.lha
yak14a.lha
splay30.lha
MUIDemo.lha
virusz305.lha

User interface professional demo
Front end for Portal
SCSI tester
Screen pormoter and more for AGA
Gradient workbench fills for AGA
Online Magazine
Simple front end for archiving
Tiles windows for 2.0 and above
Muse etc commodity
Yet another commodity
Mod player
Demo of magic user interface designer
Virus checker

May93_05

ToolManager2_1gfx.lha
relaxmod.lha
shelley.lha
ToolManager2_1bin.lha

ToolManager2.1 graphics for icons and dock
Mod music module
Mod music module
ToolManager 2.1 executable and docs



The above view of "OVAUG PARK" was created by Troy Cooksey and Ed Hoffmann. Troy built the dinos, genus Brickosaurus Ovagum, in Playmation, and Ed rendered the setting in VistaPro.

The editors' thumbnail review of Jurassic Park...

- › Misnamed, should more accurately be called Cretaceous Park
- › Tired dialogue, the author really co-wrote the screenplay??
- › Limp acting, where was Indiana Jones or Han Solo?? The kids screamed so much you wanted them to get chomped, and Col. Sanders acted as if he was planning to open nothing more than a Cretaceous Fried Dino drive-thru.
- › Not nearly as scary as "The Beast from 20,000 Fathoms", but then I'm not eight years old any more.
- › State of the art visuals, I wasn't one bit disappointed. A new thrill just like 2001, Star Wars, and Alien before it,

A BENCHMARK! You couldn't tell.....

OVERLEAF: The center spread this month was created by Dan Dennedy. The border is Dan's artwork, fireworks and all! It was done in Art Expression. The fonts and clipart (paint slash and flag) are from the Software of the Month Club Dan has discovered. BIX now provides Internet access as Dan explains on the right hand page. The editor is thoroughly pleased with Dan's gorgeous contribution to this month's newsletter.



Happy Fourth!

By Dan Dennedy

A couple of months ago, while sitting at my turbo, I received a telephone call... telemarketing again, of course... somewhere from California... some Latino man talking... blah, blah, blah... I can't understand a word he says... what?? I heard "Amiga!!"

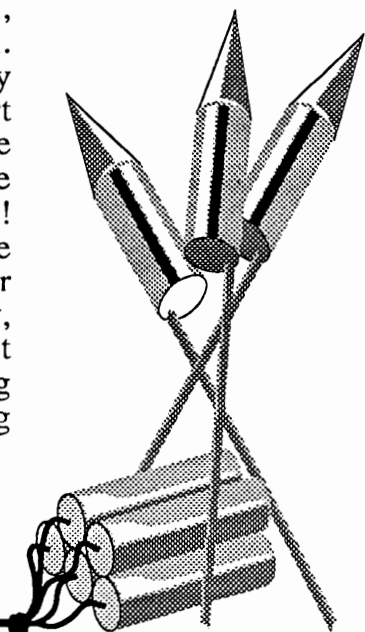
SMC

It was the first time I had ever received a telemarketing pitch aimed directly toward the Amiga. He said something about a software-of-the-month club. I was eager to check it out, so I said,

"Sure." Introducing... SMC, Software of the Month Club. The club costs \$29.95 a month. What you get is about 8-12 diskettes full of clip art and fonts. Each package includes 48 pieces of high quality clip art in EPS (Encapsulated PostScript) and IFF 2-color, extremely large bitmap formats. Each package also includes 4 high quality PostScript Type1 fonts. They are quite beautiful, but the international characters are not implemented. There are also regular Amiga bitmap fonts in 5 different sizes for each typeface, as well as metric files for use with ProPage and ProWrite. Furthermore, each package includes their newsletter *Bright Ideas* which provides samples of all the clip art and fonts and which includes several pages of design tips, tricks, and techniques.

Internet for the Masses

Now it's easy for all to utilize the Internet! Just recently BIX, Byte Magazine's information service, has begun to provide "full Internet access." With their services you can send and receive mail with anyone on the Internet. With FTP, you can download files from any other computer (uploading is not currently supported). Some computers let you ftp to them "anonymously" to get publicly accessible files. There is just massive amounts of data out there -- archives of pictures and every Public Domain/Shareware/Freely Distributable file for the Amiga, or any computer for that matter, imaginable. With TELNET, you can remotely log onto other computers. Also, you can use GOPHER, WAIS, WHOIS, and FINGER. The BIX developers are currently working on software to support Net News. Net News is like message areas or conferences. The Internet is just MASSIVE! Fortunately BIX is quite inexpensive. It costs \$13 per month plus connect fees. Locally, BIX is accessed through Tymnet at up to 9600 bps for \$9/hr during daytime and for \$3/hr during evenings and weekends.



DCTV Tricks

"Undo Do Do!"

by Daniel J. Dyke

The cry of those of us who are manipulating scanned or digitized images on a regular basis must be, "Undo! Undo! My 500 for an unlimited undo!" Common reasons we need the feature are that our hands tremble, the mouse ball won't roll, or the brain fades into an Amiga induced stupor. Even though most paint programs have the ability to undo the last operation the user is still faced with the problem of what to do when he wants to undo a step that took place 27 operations ago and does not want to undo what he has done in between? DCTV paint can do it with its unlimited undo feature! It is not a feature that the designers intentionally thought up, but a practical workaround that is fast, deadly accurate, and allows for unlimited undos.

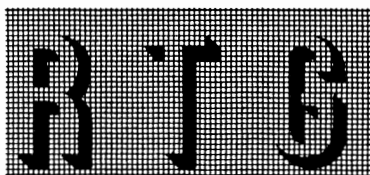
Do the following operations:

1. Run DCTV
2. Choose the digitize option
 - a. Load your image
 - b. Manipulate the image in any way that the digitize option allows you to manipulate it.
 - c. Resave the image
3. Move to the paint module
 - a. Immediately move to the spare screen
 - b. Load your saved image
 - c. Work either from your main screen or from your spare screen to alter your image.
 - d. Make a mistake
 - e. Do two more operations

You are now ready to undo what you have done. If you follow this series of steps, then you have set up a situation that the standard undo can't help you with. Here is how you can recover from this artist's guru.

1. Click on the BRUSH button
2. Choose the RUBTHRU option (This option allows what is on the spare screen to be rubbed through to the main screen)
3. Rub the picture on the spare screen through to your work screen.
4. Choose your AIRBRUSH again and start making new mistakes.

Wasn't that easy? I need this feature with all the archaeological images I manipulate and all the errors I make. This also allows me to experiment and to be able to quickly recover from my bad experiments.



by Brick Eksten

† Retargetable Graphics

Retargetable graphics means that the display portion of the operating system can be redirected or moved to a display device that is not native to the standard system. This display device is most often a new board supplied by a third party that when configured to your system will provide improved graphics or performance, and sometimes both. These boards can provide an increase in the number of colors displayable on your system, an increase in the resolutions at which they are displayed, and sometimes an overall increase in the performance of the system.

† The Amiga and RTG

The amiga computer currently does not support RTG. Future versions of the operating system are being prepared which support RTG at the system level. This means that any program that conforms to the RTG specification will be able to utilize the new performance and abilities provided by RTG boards.

† Current Issues

There are several boards out on the market now or which will be available soon that allow you to have limited RTG abilities on your current system. (A2000,A3000,A4000) Since the current operating systems (OS) do not support RTG, third party manufacturers have had to come up with innovative solutions which allow their boards to function within the restrictions of the current OS. Most of these solutions work by patching select portions of the OS, creating a hybrid of functions that allow the OS to seamlessly integrate the new abilities of the RTG boards with the inherent abilities of the system. For instance a third party board might contain special hardware to allow it to draw lines quicker than the custom chips, an RTG board manufacturer would patch that part of the OS so that all line drawing would be done on the RTG board.

† Current Solutions

Current solutions vary quite a bit, with some manufacturers providing complete emulation of the intuition and graphics libraries such that all graphics and intuition functions are accomplished on the RTG board, while others simply allow the custom chips to operate as normal and copy the contents of the current screen onto the onboard memory of their RTG board where it can be displayed. I will refer to those that provide a complete emulation as RTGEmulators, those that simply copy the contents of chip memory as ChipCopiers, and those that do both as ChipHybrids.

Another issue is that most RTG boards use chunky pixel technology and the amiga utilizes planar memory technology. In short this means that the pixel origination in amiga memory must be converted to a format usable by the RTG board. This process can be quite cpu intensive with the cpu having to do multiple passes on each pixel to do the conversion. RTG boards that do not have this capability in hardware, either in custom chips or as part of the display processor will have to rely on the cpu of the host system to do the conversion, which can result in major performance degradation on screens with more than 16 colors.

† How the solutions work

This is not meant to be a dissertation on how all this is accomplished, but simply a discussion of some of the issues inherent in the basic designs. This discussion is a reflection of opinion, and research into the topic.

† ChipCopiers.

The simplest of solutions. These types of RTG boards use a watchdog type program to notify the emulator that some area of chip ram has changed, (i.e. a user has moved a window) and the emulator will copy the new, changed area onto the RTG board's memory, and update the new area, and fix any damaged areas. For instance the area revealed by the moved window, whatever was under the window must be redrawn. A major restriction of this type of emulation is that it suffers from serious performance disadvantages since all display drawing is done twice, once to amiga chip ram, once to the RTG board. The overall system performance will be degraded because of this also, not only does the CPU have to wait for custom chips to do the initial screen drawing in chip ram, it will also suffer because there will be another program constantly updating the memory on the RTG board, which will steal time from the CPU. Another disadvantage of this type of solution is that the size and depth of screens you can utilize is you are limited to the amount of chip ram available in the system. For instance a screen of 1024x768x8(colors) would consume around 768k of ram, which means that at best you can have two of these screens open.

† ChipHybrids

This type of solution comes in many flavors, all of which are providing limited intuition emulation in combination with some ChipCopier technology to provide a faster, higher performance solution than the normal ChipCopier emulation. Performance from this type of technology can be quite good even on high resolution screens as long as the screen is not more than a few bitplanes deep (doesn't contain a lot of colors). Emulators of this type will patch many intuition and graphics functions but will in some way utilize the existing motherboard memory. These types of emulators don't suffer quite as much of a performance degradation as the ChipCopier type, but they do suffer somewhat on deep screens (more than 16 colors), and are still limited to the amount of chip ram available in the system.

† RTG Emulators

Any RTG board which provides a full emulation of the intuition and graphics libraries will have a large performance advantage over those that use either of the other two most common methods. These types of emulators usually incorporate high performance custom display processors such as those found on high-end IBM(clone) style graphics boards. Since this type of implementation is providing a full intuition/graphics library emulation they don't need to use chip ram for any screen memory as all drawing is done on the graphics card. Off screen memory can be kept in fast ram, so that the size, type and number of screens that can be utilized is limited by the amount of fast ram in the system. Ideally, this is how all RTG boards should work. This removes the burden of screen drawing from the rest of the system, actually improving the performance of the system overall. Since the RTG board will be utilizing powerful display processors, screen performance can in many cases be many times faster than the normal system display, even when the screens are of high resolution and many colors (256, 32000, 64000, 24 bit or 16.7million). These types of emulators are the most difficult to develop but are closer to what will be the RTG standard in future releases of the operating system. Also this type of emulation is usually more transparent to the system providing for greater compatibility.

†† Design Requirements, implementations, and other issues.

† Software Issues

All of the emulation solutions will be complimented by having a fast CPU in the host system. ChipCopiers and ChipHybirds are especially dependant on the type of cpu in the host system as they rely partially on the cpu for their emulation implementation. RTG Emulators rely very little on the host cpu and are therefore much less affected by the processing power or lack of processing power in the host system.

Not all software is compatible with the RTG boards, although a surprising amount is. Games and such may not be compatible, some software that made bad assumptions about the screen display aren't compatible (usually because they assumed that the normally available modes are the only ones they should consider), software that writes directly to the custom chips also can have problems. Ironically, the emulators that utilize the lowest level of technology (ChipCopiers) are the ones most compatible with these types of programs, but at a performance level which may render the program unusable.

Most of the current solutions provide a programming interface so that a person can do their own development. RTGEmulators make that less of an issue since they emulate all the intuition/graphics library routines. Programming for RTGEmulators means using the normal intuition/graphics library functions with the exception that now more screen modes and colors are available and at a somewhat higher performance level.

All the current designs require Kickstart and Workbench 2.0 or better.

† Hardware Issues

All the current solutions provide some sort of way to switch off the board(s), providing 100% compatibility with your existing software. Some of the solutions require that you use a dedicated monitor so you will have to move the cable from the RTG board to your Amiga's RGB connector, if the monitor you are using with the RTG board is not compatible with the Amiga you will have to have a second monitor for setting up the Amiga and for using software which will not work on the board. At least one of the RTG boards has a RGB pass-thru solution that allows you to use one monitor for both the Amiga and the RTG board and will automatically switch between modes to provide 100% compatibility.

All the current designs require a Zorro II bus design or better. All the current designs should work in Amiga 2000's, 3000's, and 4000's. All the current amiga systems can benefit from the presence of the RTG boards, even the a4000.

All the information above was derived from current research and development of RTG boards and emulation software.

Comments, suggestions and criticisms can be sent to:

Brick Eksten
Apt 7
1744 Tanglewood Ct.
Burlington, KY. 41042

E-Mail: beksten@ucqais.cba.uc.edu

Dear Fellow Amiga Members:

from Eugene Saylor

After long talks with Librarian people, I found out probably the best way to do my proposal, to get Amiga magazines in local libraries, was to give them a subscriptions for one year. With the hopes they will follow up the next year, with a Amiga magazine in more than one Library branch.

You need to understand their money (budget) for magazines in most cases has been spent already. If we want it now we have to help. We could call it a introductory issue for one free year. O.V.A.U.G. could give away a free subscriptions to four Libraries. I have included a list of Ky. Libraries for a free subscription or use my request letter at any other library in your city limits. Such as down town Cincinnati Main Library and U.C. Library too. Please make sure you only use local people in the same area as the proposed Library. Just remove the request letter (p.14), (make extra copies) fill in names, addresses, & phone numbers and mail out before the meeting.

I was told by the librarians that the computer magazines saw little use, so it was a waste of their limited funds. We have to convince them the Amiga magazines are different. You could even drop off your current (with covers) magazines when you are done with them.

Remember if we don't promote the Amiga locally who will ? The more people that read about it the better. We gain new Members, Expert Services has more customers, and who knows maybe a local Amiga Computer Show.

[illegible]

(Campbell County Public Library)

Attn: Julie Cropper..... # (606) 781-6166
Cold Springs Branch (She handles all subscriptions for Campbell.)
3920 Alexandria Pike
Cold Springs, Ky. 41076

Newport Branch..... # (606) 291-4770 Ft. Thomas Branch
4th & Monmouth Streets 155 N. Ft. Thomas Ave.
Newport, Ky. 41071 Ft. Thomas, Ky. 41075

(Kenton County Public Library)

Attn: Dorothy E. Brown / Readers Services Librarian
Kenton County Public Library (Main Library)..... # (606) 491-7610
502 Scott Street
Covington, Ky. 41011-1590

Erlanger Branch..... # (606) 341-5115
3130 Dixie Highway
Erlanger, Ky.

We are member's of the Ohio Valley Amiga Users Group. After checking the magazine racks in your library, we found a lacking in computer literature.

We believe you will agree most computer magazines are too technical for most readers (too dry) and interest the select few. The Amiga World on the other hand is light reading for Children thru Adults. It enlightens people to what a computer can do in education, art, music, etc. at home or work. A child will pick it up, read thru it and ask their parent to read it too. One thing will lead to another thing and before long we will have more people computer literate.

We have collected a list of local county residents in our home town area. Who are interested in seeing this particular magazine Amiga World on your magazine racks.

Ohio Valley Amiga Users Group

(((((LIST))))))

Name: _____ Address: _____ Phone Number: _____

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins or other markings on the paper.

Ohio Valley Amiga Users Group
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